



The future is WIDE. And shiny.

Updated site**03/09/2010**

This site has been updated.

* The Tutorials page has been revamped.

* Projects page is now improved.

* Fixed the bug with the 'Granny's Spaghetti' page, that was linking users to the, ahem- 'wrong' video.

* The picture at the top is now the same width as the rest of the page.

Spellinx**12/08/2010**

Mr Tom and I have been working on a new game named Spellinx, over the last few months. Here is a making of video to give you a brief explanation of what the game is about.

Expect more updates over the next couple of weeks, we'll expand it from a one-screen example to a sprawling, explorable world. We'll also be modifying the gameplay depending on what's most fun. Save games now should still work as the game moves to later stages. Level up now! It might become harder in later versions!

[CLICK HERE TO VISIT THE DOWNLOAD PAGE!](#)

[CLICK HERE TO VISIT THE PROJECT PAGE \(WHERE WE WILL ANNOUNCE UPDATES\)](#)

Summer time!**06/08/2010**

Good, constructive day today. For the first time this year I have found a decent tune to work on for my new album (Yes, it took 8 months to find a good song to work on). But enough of that, the main news is a new tutorial! Sorry about the wait, it's been half done for WEEKS but I didn't get around to finishing it until today. Hopefully it's more polished than ever, after this video I'll probably move up to full 1080p just to say I have.

[CLICK HERE TO VIEW THE NEW TUTORIAL SCREEN!](#)

Monthly update**13/06/2010**

Revision is boring. Very boring. On the 21st I'll be free and can start on some fairly ambitious projects I have planned. Next week looks very interesting for a number of reasons and if I didn't have exams almost every day then I'd certainly be more enthusiastic about it. Let's have a look at what's going on.

Today (LATER) - Breaking Bad Season 3 final episode! You've probably never heard of this program. I hadn't until recently. It's by far the best TV series ever and if you watched the episode last week, I'm sure you're just as excited about it as I am.

TUESDAY 15th - THURSDAY 17th - E3 2010! I'm not normally that interested in E3 but I have a sneaky suspicion that this year's event will be one to remember. There's almost certainly going to be news on a new Half Life game / episode. Portal 2 is also due an appearance (and it looks as if it's based on a new engine version that supports real-time lighting!). Speaking of real-time lighting, the Deus Ex franchise is back after a failed second outing (the lighting still slows my computer down) with Deux Ex: Human Revolution. It looks set to change Deus Ex's trademark blue, dystopian future with a warmer, more colourful bronze tone. Hopefully the absurd conspiracy theories and free-form exploring remain intact. I'm hoping that ID Software's racing game 'Rage' is also at the show to showcase their new iD Tech 5 engine. Is it just me or [does all of their concept art bear an uncanny resemblance to Half Life 2's levels](#)? What ever. You've got to love their complicated, ingenious rendering techniques. What will they come up with next? Voxels?! :D Zenimax

(they own the makers of the Elder Scrolls + fallout games) have also acquired ID Tech. Does this mean that the next Elder Scrolls game could be based on the ID Tech 5 engine? Probably not. But who knows?! [HERE](#), have [SOME PICTURES](#) of what the engine looks like. There could also be a surprise announcement about the Elder Scrolls series at E3. This is shaping up to be a very good year for computer games...

SOME TIME SOON - new Counter Strike Source update to bring it up to date with the latest Source engine version! This means that you'll be getting real-time lighting on your flashlight and a motion blur effect if you spin too quickly. (I'm sure that everybody will remove this when playing competitively any way).

NEXT WEEK - I'm free of exams! I have lots of plans but I don't want to talk about any of them since I'm terrible at keeping promises.

To keep you busy until then, I have made a new computer game named

KILL MAIM DEATH 3: CIVILIAN MASSACRE

It's set in a future... street, where everybody has become brainwashed by violent videogames and has gone on a rampage. As one of the few sane people left, it is your job to KILL everyone! Controversial? Yes, but there's a reason for it. Yesterday, I got back from an exam and received a strange PM from a [fake-account](#) asking for help. Apparently he was signed up to an online game design course but he reformatted his PC, lost the game he had been making, bought a Mac (?) and then, conveniently, lost his MMF2 disc. And that he urgently required me to make a game for him by the end of the day. Don't ask. I set to work making a technically accomplished, yet horrifically racist and controversial game that would cause any online examiner to suspect the maker of having serious issues. The game took 3 hours and I have already spotted some bugs, but what do you expect? Thanks, Rabro101 for inspiring me to make a game. I'd happily swap my studies for yours any day.

Monthly update

25/05/2010

I have exams coming up and I've been revising hard. Like a good boy. Until I have time to get interesting stuff done, have some juggling videos to look at.

...and here's a timelapse from a window.

And if you've been following 24, you'll know that it's now finished. Read my rant about how useless the endings were and how I could obviously do a whole lot better [HERE](#)

Since I'm such a hateful, grumpy old person, also have a rant about people ranting about 3D [HERE](#)

That's enough rage for one news update.

Death Giver 2

15/04/2010

I have added captions to most of my popular videos, but that's not the main news. No, the main news is that DEATH GIVER 2 has been released!



Captions on youtube

15/04/2010

I have begun adding captions to all of my videos, so they can now be read by everybody. This should hopefully put an end to problems (Oh no a GLITCH or Oh no a ZIT ?) and will clear up what Z means for ever. Now you can finally understand this video!

What am I doing?!?!

10/03/2010

Okay, I'll admit it, I've been quiet recently. I've had a couple of University things to do, mainly presentations which I absolutely hate. I've also been watching 24, great program and I recommend watching it if you haven't already. Though the end of the 4th season is a bit useless.

I've also updated this site, you should find a lot more stuff on it now.

New tutorial

14/02/2010

Here's a new tutorial, just in case you thought I was dead

Been a quiet month?...

31/01/2010

...NO! I just haven't posted anything on my main page. Here's what I've been up to. (From the beginning of January to the end)

Mad? Yes. But dead? No.

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